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Subject: Harvy leaving WF waypath...

Posted by [CnCsoldier08](#) on Tue, 09 Dec 2003 00:54:10 GMT

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does anybody know of a tutorial or can show me how to make the waypath that helps the harvy leave the Weapons Factory.

P.S. if i make a change to my terrain in Renx and export it to Leveledit after i've done building controllers and everything, will i have to redo all the controllers and all that??

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